

Amazing  
Full Game!

Britain's ONLY Amiga games dedicated magazine!

# AMIGA ACTION

LAST EVER ISSUE! EVER!

## Championship MANAGER 2

DISK 1

### Egor in Toyland

Exclusive  
FULL GAME  
ALL AMIGAS WITH  
1 MEG

You'd expect the last ever Amiga Action coverdisk to be something special. And ooh it is! Good old Egor in Toyland!

AMIGA  
ACTION  
DECEMBER 1996



ISSUE 89 DECEMBER 1996  
£4.50 HH 20.00 OVERSEAS  
£4.25 as well.



Inside: CM2 Previewed (again!), Ruffian Reviewed (again!)

**For our last ever  
Amiga Action  
coverdisk we've  
pulled out all the  
stops to secure the  
exclusive rights to  
the 'eagerly' awaited  
*Egor in Toyland*, and  
what a treat it's  
turned out to be!**

**From next month of  
course AA will feature  
prominently in the  
legendary technical  
magazine Amiga  
Computing so it's not  
all doom and gloom.**

**Broaden your  
knowledge about all  
the boring stuff and  
read all about the  
tonnes of new Amiga  
products that will be  
gracing everyone's  
favourite machine  
over the coming  
months. Or of course  
the games section  
could just wither and  
die. As if I care now  
anyway.**

# Cover Disk

## Egor in Toyland.



Collect all these on each level then go to right of level and walk off.



Stand below these and jump to release objects in them.



This is a transporter, stand next to one of these, push up and press fire and you will be transported to another one.

This game was created in just three days using REALITY, which costs JUST £29.99

REALITY is available from :-  
BPM Promotions, 8 Magnolia Park,  
Dunmurry, Belfast, BT17 0DS.

Egor in Toyland, Full game £6.99 from :-  
131 Storey Crescent, Newbiggin by the  
Sea, Northumberland, NE64 6LE.  
LOADS of levels, extra features etc.



# EGOR IN TOYLAND



**FULL  
GAME!**

## All Amigas with 1meg

And now, the end is near. AA is facing its final curtain, at least as far as a standalone magazine goes it is anyway. No, don't get too upset, it couldn't last forever and now, with the Amiga comatose on its feet the time is right for us to bow out gracefully.

Obviously our legion of readers will be devastated by such a cruel blow and at first will find it difficult to carry on, but remember, life goes on and you must move on. Go outside into the sunshine, have a laugh, live life to the full, enjoy yourselves! Or you could just buy a PlayStation or a PC of course which, let's be honest, is the thing you're more likely to do. Maybe it was a bit too much to hope for that you might actually, as the section suggests, Get a Life! Ah well.

But I digress. Having worked on AA for

four years now I've seen good and bad times too numerous to mention. Some happy moments that immediately spring to mind include the epic Sensible Soccer leagues we used to stage in the days when Roundell, Neil Jackson and John Archer (remember him anyone?) worked on the mag, the Christmas Skidmarks World Championship of the same period, our over the top 'four disk extravaganza' issue, the time WH Smith's pulled us from their shelves for having possibly the most offensive word in the English language on one of our coverdisks (it slipped through or 'oh so rigorous' disk testing procedures okay?) and, my own personal favourite, the threatened lawsuit against me by an 'unnamed' software house who took offence at me innocently equating them to cult tv favourites The Wombles. I was in a

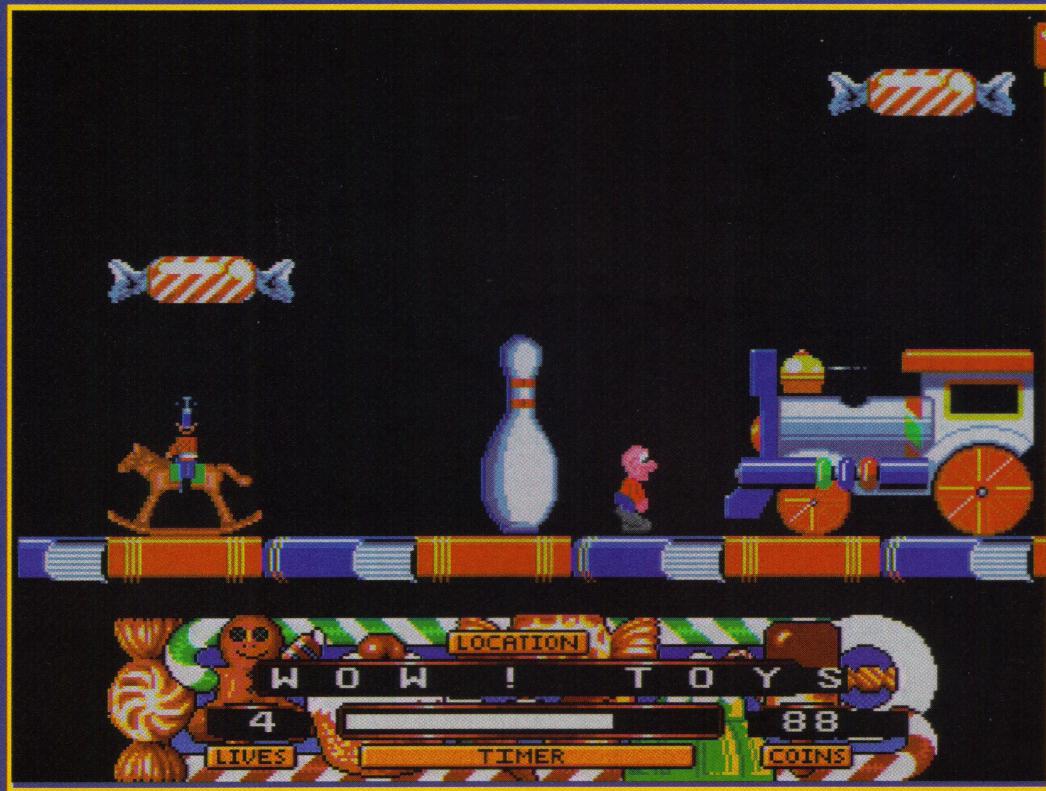
daze for a week after that one I can tell you.

The bad memories? Well, they've come mainly in the last eighteen months as the team have been forced to sit back and watch the demise of this once proud, market leading magazine due to circumstances fully beyond our control. Fortunately for us other projects came (and went in some cases) and gradually took up more and more of our time, and it became obvious to everyone that this magazine was living on borrowed time. And not a great deal of it either.

Which brings us to the situation we're in now. I'm writing this on Tuesday and it's seven days until the last ever Amiga Action leaves the building. I know I should be sad, after all a chapter of my life is closing, the end of an era and all that nonsense, but I'm not. Let it die (as a games machine at least). The Amiga was a great computer, but that was ten years ago and it's not moved on. At all. Well, much. It's already a bit of a joke but the longer this farce goes on the more ridiculous it becomes.

The only people 'doing' Amiga games these days are the enthusiasts, the people who used to do Public Domain software (I know. You should try and get the coverdisks). The only difference is they're charging full price for it now, and some Amiga owners loyalty to the machine

# Cover Disk



seems to be blinding them to the fact that they're being ripped off.

Anyway, I've strayed wildly off the topic I was originally intending to write about now so I'll shut up I reckon. I'll just say this. In AA's official opinion the Amiga is dead as a viable games platform. That's why we're packing it in. Of course games will still come out, and IDG will continue to cover them in its other Amiga magazine Amiga Computing, but they won't be very good. And I won't have to touch them, and frankly I'm glad.

As I said, let it die. Let's remember it for its glory days. For Cannon Fodder, for Skidmarks, for Valhalla (yes, Valhalla) and for others far, far too numerous to mention. That way the

Amiga will be remembered fondly, as the Spectrum, C64 and SNES are, as opposed to becoming the machine regarded as the one that the losers refused to let go.

Oh yeah, forgot these were the disks pages. Er... we've got a disk on the front this month and it's ream. Oh it is. And all easy to play and everything so you don't really need any instructions. Which is a good job because I haven't got

any room to put them in now! It's autobooting by the way. Bye then.



## Duff Disks

So your disk doesn't work eh? Ooh we're gutted for you! Look, I've played it and you're not exactly missing much. It's not bad like, but I'd have to say it's probably not worth the effort of getting an envelope, buying a stamp and posting it off. It's called Ego in Toyland for God's sake, what are you expecting? But, if you're really that bothered, and seeing as you've already paid for it now: TIB, TIB House, 11 Edwards Street, Bradford, West Yorkshire. Should sort it out for you. Ooh they will. Don't ring us though 'cos we're not be taking AA calls anymore simply 'cos we don't have to! So there!

## Reviews p10

**Championship Manager 2.6**  
Don't get excited. This is only a preview but there was nowhere on here to put it. And we're not redesigning now!

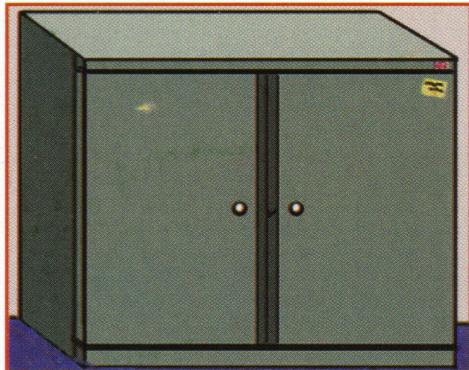
**Ruffian** ..... 10  
We've reviewed it before. It was bobbins then, will it still be as bad now? Andy Maddock investigates

**Classic Review!** ..... 22  
The DAT machine's not set up yet (we've been moving) but as soon as it is we'll pull off another corker for you!



## News & Competitions p16, p20, p32 & p34!

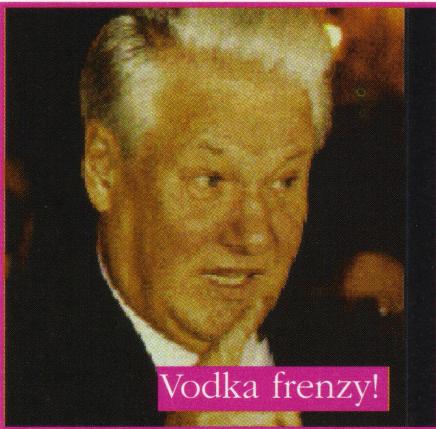
It's competition city this month as we clear out our old junk and pass it off as Amiga Action memorabilia! Up for grabs is a complete set of magazines, from 1 to 89, plus there's the **Amiga Action Games Cupboard**, filled to almost bursting with just about every game ever released on the machine. A top prize you must agree! Plus Andy Sharp has been commisioned to come up with yet another giveaway! What it'll be I shudder to think. Oh yeah, and we might have some news too!



## Badly Written Feature!

### Dead Celebrity Game Guides p26

Neil Jackson was responsible for this appalling section of the magazine, and actually had the nerve to take the money offered to him for 'writing' it. This is the lowest he's sunk yet and, I'm sure you'll agree readers, it's a good job there'll be no more of them! Boris Yeltsin does the honours this month as we speculate that there's a good chance he'll be dead by the time the mag comes out!



Vodka frenzy!

## Game Guides

### Retro Game Guide!

p24

Dredged from the depths of the all powerful DAT machine is yet another in demand guide, this one for the amazing... er, well, as I said earlier the machine's knackered at the moment so we don't actually know yet. You can rest assured it'll be an absolute cracker though when we do get it! Have we ever let you down? Well, not often



## Coverdisks p2

### Disk 1

#### Egor In Toyland

Well, we've surpassed even our own high standards this month with another classic from BPM! Stop sniggering at the back! We're so sure that you're 'gonna love it' that anyone who says they don't think it's the best game they've ever played can have a free lifetimes subscription to Amiga Action for as long as it keeps going in its present form!

### Disk 2

#### Weak Excuse!

So good is Egor in Toyland that we didn't want anything to distract you from playing it, and therefore decided that it would be only fair if we 'removed' our second disk, thus giving you more time to immerse yourself in the full 'Egor experience'. It was a wrench to do admittedly but you know how it is, the readers must always come first and all that!



# ACTION PREVIEW

## PREVIEW

**ANDY MADDOCK** has obviously been waiting over a year to write this preview. Now it's finally here, he's going to have to some work... for a change

# Championship

You just sit back and breathe a sigh of relief because CM 2 has finally arrived – the waiting is over. The game is almost completed and here's the preview.

Championship Manager was spawned a long time ago by a guy named Oliver Collyer. He was responsible for presenting us with just about the best football game – well actually, just about the best game ever. It was so good that it even managed to sell 300,000 copies across Europe and when the

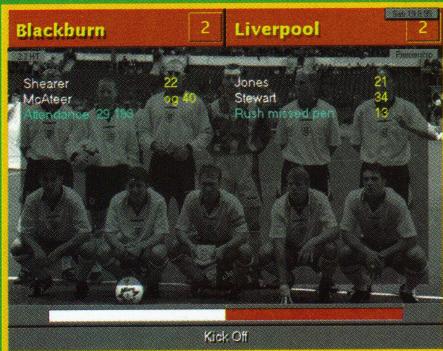
update disks were released they were like gold dust in shops everywhere.

Now the sequel is almost finished after being put back month after month. The official release date was 29 February and advertisements had been put around months beforehand. But then came the news that it would be put back another month. However, I'm sure that if anyone has had the chance to play the PC version then Amiga owners will be crying out to Domark to get them to take their time and make sure

they don't rush it as it could spoil everything. PC owners will know all about lengthy waits especially for installation and for calculating results during mid-season, although how Domark will manage to squeeze an 8Mb PC game onto a 1Mb Amiga defies all logic – unless they decide to cut out some of the main features which would be disastrous.

The PC version contains sampled commentary by none other than Clive Tyldesley and boasts digitised pictures of every football ground in the country – obviously the Amiga version can do without these as they'd only take up disk space which isn't there anyway, but maybe it would be nice to say "Ooh, I've been there." or "I've stood there I have!" However, these so-called cosmetic changes shouldn't affect the actual game at all.

So what about the actual game? Well, there will be 4000 accurate player stats and histories just like the original, although this time if you manage to take your club team to a number of heights during your career you can expect the national job to appear – and considering its popularity and discussion during the last months you may



## Postal footy

A fantastic rumour which is circulating the whole Amiga world is the ability to allow 92 human managers to battle it out against each other, so if you've got 92 close mates who promise not to trash your house when they lose then you're in for a treat. But I'd doubt it. So why the ability to have 92 human managers? It's not as though you can invite the entire pub round for a season or two.

It may be for Play-by-Mail competitions whereby you can run a football management game via the excellent British postal service? Who knows... Who really cares?

If you do happen to become a big fan of the whole game you will be pleased to know that next year, Domark are planning to release some data disks containing leagues from countries such as Italy, Spain and Germany.

Basing Options	
13	8
20	15
15	20
18	12
15	15
Very Good Position 72%	
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0	0
0	-

Aston Villa Squad	
Flying Positions	General Info
Bosnich M	GK
Oakes M	QK
Spink N	GK
Charles G	DR
Wright A	DL
Small B	DLC
King P	DL
Browne P	DC
Scimeca R	SWDC
Ehiogu U	SWDC
McGrath P	SWDC
Farrelly G	MR
Taylor I	MPC
Staunton S	DML
Southgate G	DMC
Draper M	MC
Townsend A	MCS
Carr F	AMR
Fenton G	AMC
Johnson T	AMC
Berry T	FR
Yorke D	FRC
Davis N	FC
Byfield D	SC
Milosevic S	SC
Done	
Opposition Squad	Previous Meeting
Previous Match	Fixture & Results
View Tables	

Birmingham City Squad	
Flying Positions	General Info
Bennett I	GK
Price R	QK
Hiley S	DR
Frain J	DL
Whyte C	DMC
Johnson M	MC
Daish L	DLC
Barnett D	DC
Poole G	DO
Edwards A	DML
Los	Lea
Robinson S	MR
Cooper G	AMC
Forsyth R	MPC
Shearer P	MC
Bowen J	MC
Castle S	MC
Ward M	MC
Donowa L	AMR
Tait P	AMC
Orlygsson T	AMC
Otto R	AML
Hunt J	AMC
Muir I	SC
Claridge S	SC
Charley K	SC
Francis K	SC
Done	
Opposition Squad	Previous Meeting
Previous Match	Fixture & Results
View Tables	

# Championship Manager 2

decide to stick with your club – but surely a hole would be left on your achievement sheet.

The national job is supposed to be what football's all about – only the press seem to muck it up somewhat. This is easily the best aspect about Championship Manager 2. CM2 will also follow the

actual season calendar so the Coca Cola Cup first round matches may be played before the Premier League starts, there will be weeks free in the top for international games, and the cups such as European and Cup Winners will all be played mid-week. If you're unlucky enough to have matches postponed you can expect a hefty build up of games during your last two months. It's that realistic.

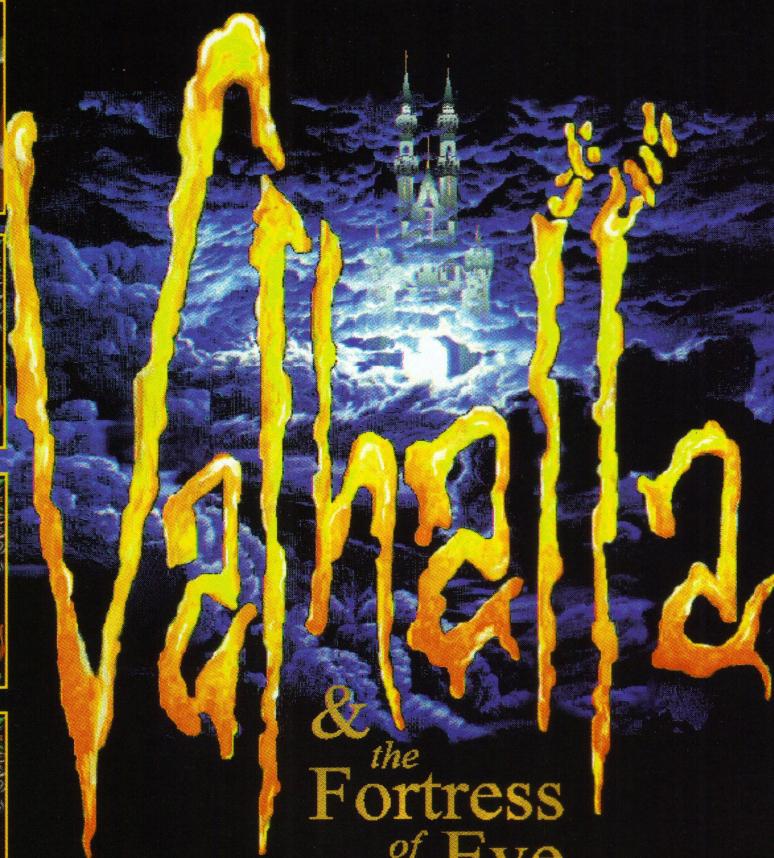
Hopefully, all the bugs will be wiped clean from the sequel, especially for loan players. I'm not sure whether this has happened to anyone else but when I loaned a player out he stayed at the club until the

end of the season, and when the new one began he decided to disappear completely from the entire game. It's more likely just me. He was probably there all the time.

Les Ferdinand (Newcastle)	
Striker (Centre)	
Born 18/12/85 (Age 26) England (7 caps 3 gts)	
Aggression	10
Speed	10
Stamina	10
Technique	10
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Heading	10
Influence	10
Team Work	10
Intelligence	10
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# THE MINI SERIES

Collectors Edition



**Too stingy to pay the measly asking price for this superb game? Well how do you fancy winning one? Who's going to give you such a chance in a lifetime? Who do you think! You don't deserve us you know. You really don't**

Right, no messing about here. You all know how good Valhalla is. You've all played the coverdisks, read the reviews and tore your hair out over the earlier games in the series, but Fortress of Eve is the best by some distance and we've got twenty copies to give away to our readers who can answer the oh so taxing question posed elsewhere on this page. We ran a similar competition a couple of months ago and the response was so phenomenal that we're doing it all again, this time with fifteen copies of the new Vulcan title Bograts (hopefully featured in this month's news section if we remember to stick it in) thrown in for good measure! It all adds up to a fantastic prize worth hundreds of pounds! For those who don't know Valhalla 3 is perhaps the most taxing game in the series, and that's some claim! However, it never gets boring (even when you're stuck) and after all, help is only a phone call to Portsmouth away (between the hours of two and four in the afternoon of course!). We don't often say this about Amiga games these days, but this is a must have product and, being the kind souls that we are we'd hate to see anyone miss out. So get entering.



## Competition entry form

**Question 1:** Of the two creative genius' behind Vulcan Software, Paul and Lisa, which has just spent the last nine months or so being pregnant?

**Question 2:** On a scale of one to ten, how annoying is it for me to only be able to get hold of Vulcan between the hours of two and four when I inevitably forget?

Name(Mr/Mrs/Ms).....

Address:.....

Postcode:.....

Daytime Tel:.....

Now send your entry to Valhalla Competition, Amiga Action, IDG Media, FREEPOST (8K3038), Macclesfield, Cheshire SK10 4NP.

Please tick here if you do not wish to receive promotional material from other companies.

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# ACTION REVIEW

## PLATFORM



**ANDY MADDOCK reviews the first platform game for what seems like ages and not because of his love for the Amiga. It was the free money that persuaded me**

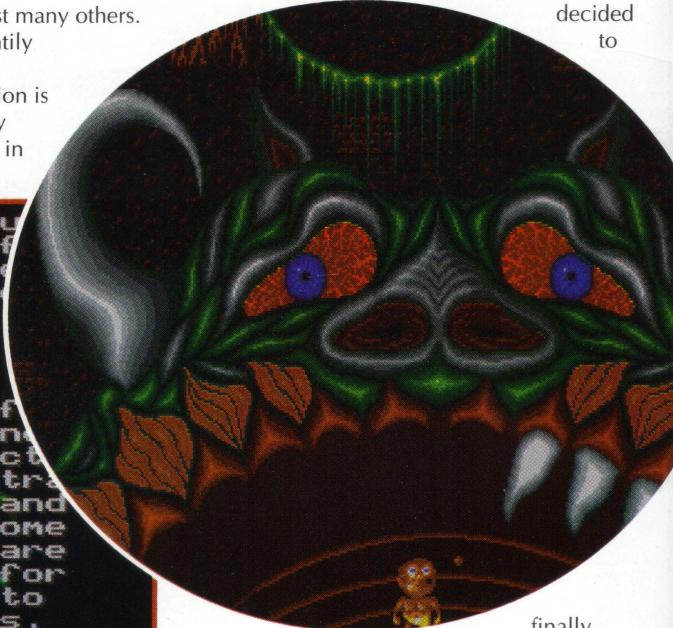
**A**bout two years ago, Ruffian came into our office and we were shown a demonstration from the developers. At the time, we weren't particularly bothered about it as platform games were ten-a-penny. There was Zool, Fire and Ice,

Cool Spot, Superfrog amongst many others. Admittedly, we weren't mightily impressed.

However now, the situation is very different. There certainly aren't as many Amiga games in

production now as there were two years ago and the overall quality has deteriorated immensely.

Anyway, shortly before the game was to be released the publishers had second thoughts and stopped it from being produced, which is why you never saw it in any shops. But now, the developing team have got back together and updated the game and decided to



finally release it.

There are very few developers willing to devote time and money to produce an Amiga game when they can quite easily develop for the PC and compete with the larger companies. Although, this means the competition to occupy the top spot is a lot stronger. Developers who tend to put the



time and effort in usually end up with a good, positive result as there is still a very large number of Amiga gamesplayers out there to substantiate a good release.

Ruffian, is a platform game as I've already mentioned, and you control this jungle boy who's been given a mission by a Witch Doctor. The mission is to save little pixies from being eaten by carnivorous plants. To set them free you must spit seeds at them which you can collect from fruit along the way.



That's not all. Once you have saved a certain number of pixies, the exit will open somewhere on the level for you to find.

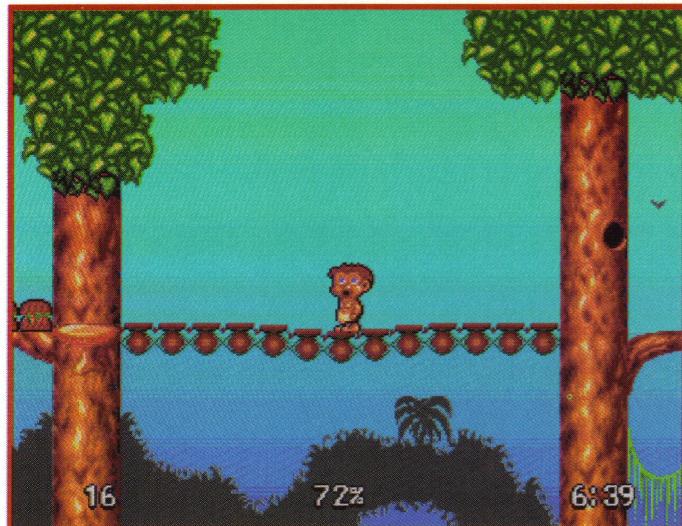
It may sound pretty straight forward, but there are a vast number of baddies who will try and get in your way, spiky platforms which must be negotiated and rivers which need to be avoided.

To help you in your quest the Witch Doctor has left a number of potions and spells which act as power-ups to boost your chances of finishing a level while topping up your

## Potion Bottles

There are up to 17 different potions that can be found in a level. Each one has an effect which will help you complete the game. The power-ups all relate to a letter. This is what they mean.

- (E) Increases energy by 10% (max. 100%).
- (J) Allows Ruffian to do a big jump (for the whole level). To perform a big jump, pull down on the joystick until Ruffian crouches and then release.
- (S) Increase Ruffian's speed for the whole level.
- (W) Enters whirlwind mode, where Ruffian travels at full speed killing baddies in his path.
- (P) Increases the power of the pip. One bottle makes a spinning star pip; two bottles make a homing missile pip.
- (T) Gives one minute of extra time.
- (L) Gives one extra life.
- (50) Gives 50 extra pips.
- (10) Gives 10 extra pips.
- (R) Makes Ruffian fire a spray of pips rapidly.
- (Q) Quakes the screen to kill all baddies.
- (N) Nukes all baddies on the screen in a brilliant flash of light.
- (I) Makes Ruffian invincible for a few seconds.
- (F) Freezes all baddies for a few seconds.



points total in the process.

When you finish a really hard level and you sit back in satisfaction, you will be presented with a password which allows you to save your place in the game. This has become a necessity with platform games, especially Ruffian. As you may imagine, it's not the easiest game on Earth.

Before you begin that actual game, you can configure the game to your own particular preference. You can alter the speed of Ruffian himself, alter the main difficulty and turn the helping hands off. The hands are there to point you in the right direction as it's very easy to get lost.

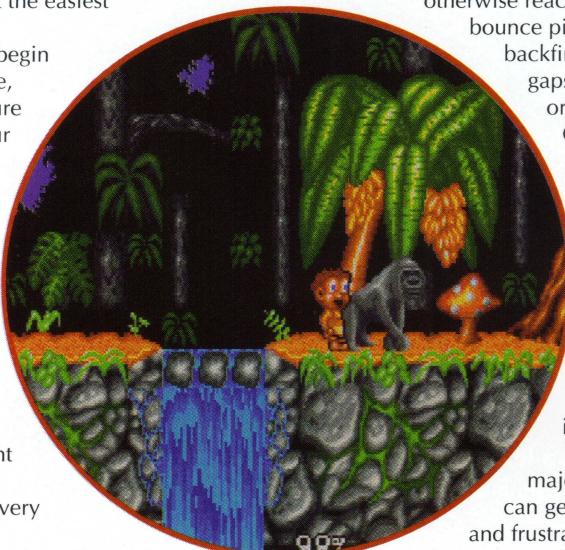
Ruffian also uses a clever method of spitting pips. Instead of just pressing fire you have to hold the button

down and rotate the joystick which rotates his head. You have to have a steady hand and lightning reactions to be able to dispose of the enemy. The game also features some puzzles, like firing at a monkey to activate a see-saw which sends

you flying up to a platform you can't otherwise reach. You can also bounce pips of the wall to backfire through tiny gaps to kill enemies or rescue pixies.

Overall, Ruffian is an excellent platform game. The graphics are good, the sounds are atmospheric and the gameplay is surprisingly involving.

The only major gripe is that it can get a touch boring and frustrating after too short a time. If you've got the patience then Ruffian is certainly worthy of a purchase.



**T** **H**

**PUBLISHER** Ruffian Software

**CONTACT** 01606 835241

**HD INSTALLABLE** No

**PRICE** TBA

<b>GRAPHICS</b>	84%
<b>SOUND</b>	84%
<b>PLAYABILITY</b>	85%
<b>DIFFICULTY</b>	Hard

As Ruffian has little or no competition whatsoever, it looks like it's going to have some success. My only major problem with the game itself is that the whole thing is based around a jungle scene, and that's it. It would've been nice if it contained some variation. Maybe, Space Ruffian?

**REVIEWED BY ANDY**

**OVERALL SCORE**

**84%** **0%**



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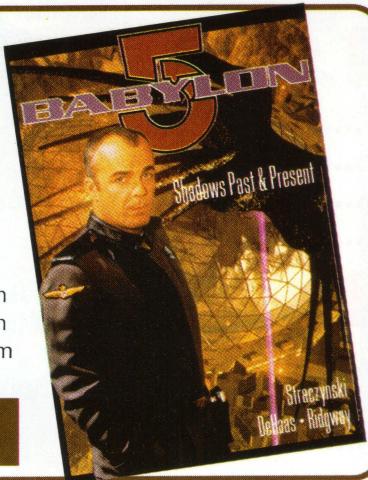
# Get a

**This month, Amiga Action's weird and wonderful lifestyle section goes into overdrive with its last ever appearance. Expect loads of awesome reading matter and plenty of low price video collections as we wave 'tara to good old G.A.L! Sob!**

## Babylon5: Shadows Past & Present

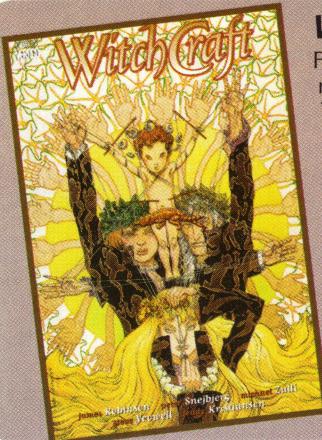
The series is going from strength to strength over on Channel 4 and Titan Book's graphic novels aren't doing too badly either. The second Babylon 5 book is out now and tells the tale of station security chief Garibaldi as he ventures off on a highly dangerous mission which results in him and his companion Warren Keffer running for their lives after a bizarre alien attack. Fans of the show will love this latest from Titan. Early Christmas pressie anyone?

Price: £6.99  
OUT: Now



## The Making Of Star Trek: First Contact

The country's devoted Trekkies must know this now, but for those of you who don't speak fluent Ferengi or sit glued to SKY TV's re-runs every weekend - there's new Star Trek movie coming out!! Yes, the warriors of the universe are back battling the nasty Borg empire on the big screen, and to tie in with the film's release just before Christmas comes this behind-the-scenes treat from Titan Books. Prepare yourself for page upon page of exclusive photos, in-depth interviews, diagrams and details of the new Enterprise, plus plenty of chat with the directors, cast, crew and the special effects blasters at Industrial Light & Magic. An allround good book for the pointy-eared ones in your family, especially as a nifty stocking filler.



## WITCHCRAFT

Fans of Neil Gaiman's excellent Sandman series will no doubt remember the three witches - Mildred, Morgana and Cynthia. They were forever popping up throughout Peludes, Nocturnes and The Kindly Ones, and now writer James Robinson has deemed it fit to put them together in their very own story. In a nutshell, there was a murder way, way, way back in Roman times which started a dark revenge mission involving evil incarnations, murder, flowing blood and, of course, witchcraft. The story spans many centuries, from the Roman times right up to present day and each different era of the tale has been beautifully arted by a series of separate artists including Teddy Kristiansen, Michael Zulli, Steve Yeowell and Peter Snejbjerg. Which, as you can imagine, all adds to the appeal of Witchcraft.

Price: £10.99  
OUT: 25th October



## Outer Limits - The New Series Volume 6

Price: £10.99

Part of this month's addition to Warner Home Video's ongoing Serial Sci-Fi collection is this two episode-long head twisting bonanza. The two shows featured are Birthright and If These Walls Could Talk, so in case you missed them first time around, you can now own them both. Alright, if you're into this kind of thing I suppose.

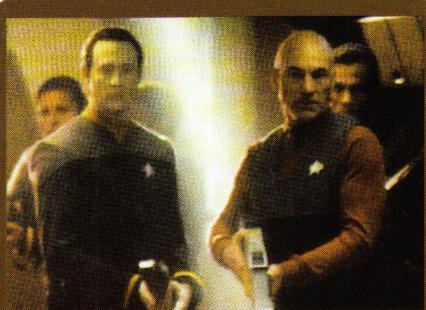
## VIDEOS

## Babylon 5 - Volume 16

Price: £12.99

Again from Warner Home Video's Serial Sci-Fi marathon comes this space age wad of two full length deep space shows. Acts Of Sacrifice and All Alone In The Night are the featured episodes, with another volume coming your way next month. Bargain video bonanzas, you can't beat 'em!

# LIFE!

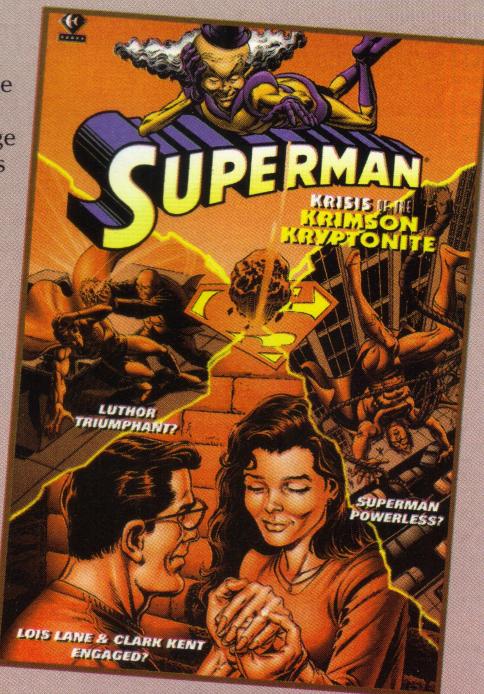


Price: £8.99  
OUT: 6th December

## *Superman: Krisis Of The Krimson Kryptonite*

What's going on with Superman? The cover of Titan Book's latest caped hero graphic novel depicts a montage of Clark Kent getting engaged to Lois Lane, Superman losing his powers and Lex Luthor standing triumphant. What's the hell is going on? Well, pick up a copy for yourself and you'll soon find out, but if you want to know a little bit more right now, I'm only giving you one clue: Red Kryptonite. Yes, it's back and you know how it gives old Supes the shakes, don't you? Will he survive? Is Clark really getting himself married? Well there's only one way to find out isn't there? Yep, go out and buy the book!

Price: £8.99  
OUT: 24th October



## Tales From The Crypt - Volume 2

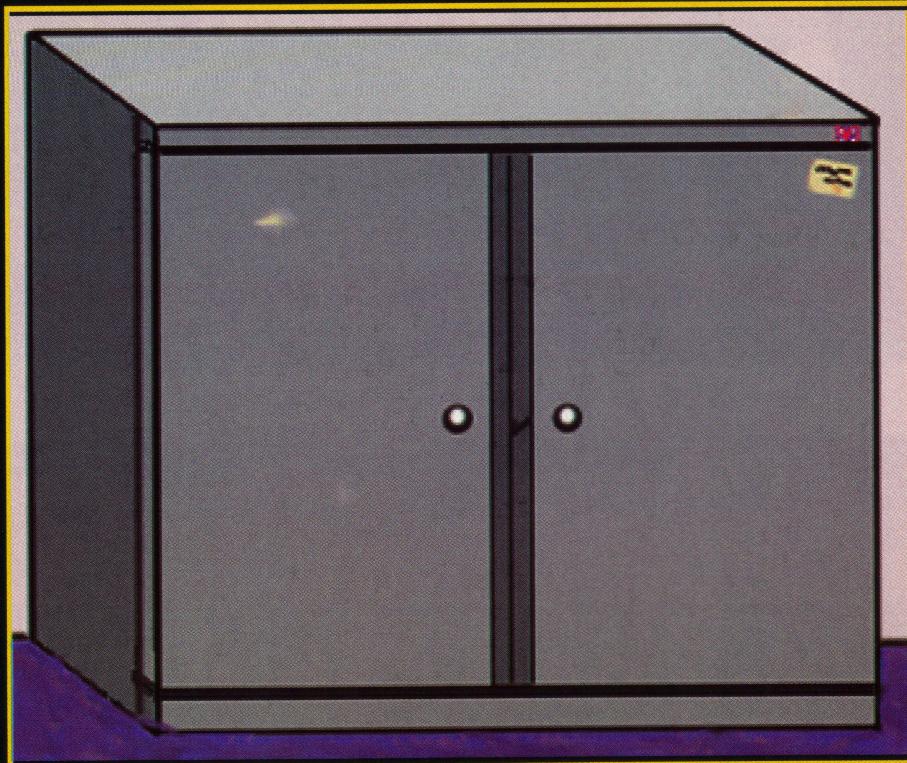
Price: £10.99

As well as Sci-Fi stuff, Warner have also started a Terror Vision collection entitled 'The Crypt Collection'. These are basically snippets from the American horror mini-series, and this second volume features three whole episodes. Only Sin Deep, Lover Come Hack To Me and Collection Completed are the featured tongue-in-cheek shows, which will no doubt having you either laughing your head off or hiding behind the sofa. Creepy and kooky, I'm sure you'll agree.

## Tales From The Crypt - Volume 3

Price: £10.99

The Terror Vision gore spectacular continues as 'The Crypt Collection' releases volume 3 of its spooky series. Dead Right stars Demi Moore (fully clothed I'm afraid), Cutting Cards is written and directed by Walter Hill and the final show of the scary three episodes is The Switch, directed by none other than muscle-bound Hollywood icon, Arnold Schwarzenegger. So, if you fancy a frightful night in with some well known box office stars, then you know where to look.



**Artist's impression only.  
Cupboard not drawn to scale**

# Everything Must Go

## Competition entry form

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Since this is the end of an era here at AA we thought it would be a kind gesture to offer our worldly goods over to one lucky reader. Not only will we be offering the entire contents of the cupboard including hundreds of old Amiga releases from over the years but we will also give you the entire cupboard to store them all in. Thus clearing up some office space for our new footie pitch and souvenir shop.

The cupboard contains some of the Amiga's finest ever releases as well as some absolute shite obviously but that's what made the Amiga the machine we all loved so unpredictable. Or something like that.

The picture shown is our very own artists impression of the cupboard and we're sure you'll agree it's a real likeness to a real cupboard had any of you actually seen it. We used a bit of artistic licence by adding two locks to the doors as there's only one in reality but the "Amiga Action Cupboard" sticker is there in all its glory. It's that detailed you see. We had a little argument over the carpet colour but the compromise reached was quite a likeness to the real thing but this isn't included in the prize we're afraid.

Anyway, enough of this polite banter all that remains is for you to write in and explain to us in no more than thirty words why Amiga Action will be sadly missed. As we can't come up with any reasons.

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## A1200 Software

## CD32 Games

# PAUL ROUNDELL AMIGA POEMS BILE AND RANC AND UNFUNNING

Hi, my name's Paul Roundell. You might remember me from such publishing cock-ups as "We've reviewed the PC version and the screenshots are completely different", and "Oh my God it says F\*ck on the coverdisk!"

Today, I'd like to talk to you about the Amiga. The earliest recorded Amiga was discovered by a minor in a now disused colliery near Barnsley, South Yorkshire, and is thought to have lain in that fossilised state for over five hundred thousand years. If not longer.

Possibly six. That minor moved to America soon afterwards, we think, and sadly, died. That we do know for sure, though whether or not he had AIDS or died of more natural causes, such as a brain tumour for example, or galloping gangrene, is unconfirmed. Or maybe he was caught in bed with someone's wife and shot dead. Or someone's child, perhaps. Anyway . . .

With his passing, the fate of the Amiga became sealed. It was frigged without his vision and enterprise. What in retrospect, in 1985 was a clunky and awkward ridiculous-looking low powered dinosaur has blossomed into the, um, the A1200, which was all ream and that lot. Yes, yes it was. Ream.

Anyway, the machine was goosed, blah-blah-blah, and now Amiga Action is closing down. Which is sad. In an I'm-not-much-bothered-because-I-don't-work-there-and-it-isn't-me-about-to-lose-my-job kind of way. So now readers, join with me if you will in a celebration of the Amiga: the machine, its legend, and the games which we played on it. I dedicate these verses to the memory of that once allegedly great machine, which is now crap. And always was.



# 'S OF OUR. ESS.'

I went into the compy shop  
and asked for an Ameeega.  
The woman working there that day  
could see that I was eeeeega,  
to have a treat and ream machine  
that never would be daaaed,  
and sold me one The Whore The Slut  
If only I had waited . . .

I took it home and booted up  
and sighed with joy and rapture.  
The essence of all gaming thrills  
could my A1200 capture.  
Stickmen running here and there  
and half an hour for loading  
I told my friends, they laughed and  
screamed, and then began the goading

"What did you pay for that machine?",  
a friend had often wondered  
I told him straight it wasn't much,  
just under seven hundred  
My face turned red with what came  
next, my peers reduced to laughter  
"She saw you coming loserboy,  
and thought that she would shaft ya!"

"PC's you see" my friend explained  
"Are what you should be buying  
"There just as cheap, much better and  
that crappy thing is dying." Stroke is dead.  
Enraged by this I hammered back  
to where I made my purchase  
"You sold me this" I screamed, accused,  
my face was like a furnace.

"I want my money back right now -  
there is no power in it!"  
"I know" she laughed, "now piss off  
home"  
There's one born every minute

**James Pond -**  
A crappy little fishy  
would have been much less annoying  
served up on a little dishy

**James Pond -**  
and his arch foe whatsisname,  
famed throughout Amigadom  
for being sad and lame

**James Pond -**  
One was bad enough,  
but followed by two sequels well let's  
face it that was rough

**James Pond -**  
They wouldn't let it go  
Who thought up Aquatic Games  
that's what I'd like to know

**James Pond -**  
Who were they aiming at?  
It was absolutely balls  
and if you liked it you're a tw\*t

Imagine if you will a world without  
trees, a world without the sun and the  
sky and the breeze.  
It's really very simple if you just close  
your eyes but a world without Zool?  
Impossible!  
Why?

Zool is everywhere  
Zool is God  
Zool was The Almighty to a certain set  
of spuds way back in the summer of  
1992,  
when you couldn't avoid the bast no  
matter what you tried to do

Zool in a computer game  
Zool upon your back, in those cheap and  
nasty t-shirtsthat turn all your washing  
black.  
Zool on television on the Sat'dy morning  
shows, that crappy little ninja git got  
right up my damn nose

Ninja - really, how did they work that  
out?  
He's an ant dear Gremlin and you can  
all scream and shout  
about him being so clever, being so cool,  
look out everybody because here comes  
Zool  
from the Nth Dimension in outer space.  
He's an ant you nobheads!  
and I want to smash his face

Mental Block and Zoop the dog -  
were they funny?  
Nope  
I've had more enjoyment out of  
rodgering the Pope  
And I'll tell you something else as well

that you might find surprising  
The merest thought of Zool is sure to  
start my trousers rising

That saucy little minxress ant was quite  
a treat to see,  
everything a bloke could want was  
there, at least for me.  
Oh yes, old Zool was treat indeed - a  
bona fide looker  
And if my bell was disk shaped then I'd  
prob'lly try to  
er... the end

---

Sensible Soccer, Sensible Soccer,  
Nothing is as bad as Sensible Soccer  
A fat bird with a moustache and a set of  
doughy knockers  
Is nowhere near as awful as is Sensible  
Soccer

Sensible Soccer, Sensible Soccer,  
Nothing is as bad as Sensible Soccer  
Letting rip with anal wind whilst in a lift  
that's chocka  
is quite nasty but it's not as bad as  
Sensible Soccer

Sensible Soccer, Sensible Soccer,  
Nothing is as bad as Sensible Soccer  
Throw your granny down the stairs then  
follow her and clock her -  
It's nasty but it's not as bad as Sensible  
Soccer

Sensible Soccer, Sensible Soccer,  
Nothing is as bad as Sensible Soccer  
A swift yet brutal ravaging by burly  
Tyneside dockers  
is unpleasant but it's not as bad as  
Sensible Soccer

Sensible Soccer, Sensible Soccer,  
Nothing is as bad as Sensible Soccer  
A decomposing foetus in a sweaty  
squash club locker -  
Repugnant sure, but not as bad as  
Sensible Soccer

Sensible Soccer, Sensible Soccer,  
Nothing is as bad as Sensible Soccer  
An evening with the programmers - the  
curry house, and lager  
Well actually yes that probably just  
about does it to be honest

(PS. Let me know if I should put the  
verse about Dunblane back in)

**Disclaimer :** The views represented in  
the above poetic verses are solely  
those of Mr Paul Roundell and are not  
necessarily views held by the rest of  
the Amiga Action staff or indeed  
anyone at IDG Media. But they're  
probably very similar.

Some people are on the pitch.

## They think it's all over...

### Erm... but it isn't now.

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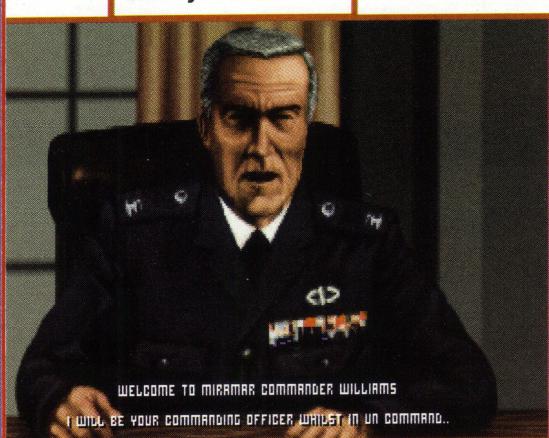
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# ACTION REVIEW

## FLIGHT SIM

It's a serious business  
running a highly  
effective air force  
outfit you know



# TFX

**After all the months and months of waiting, TFX is finally here. Can it possibly live up to our hopes and expectations? It's a question that only STEVE McNALLY can answer**

Well, it's taken a lifetime to arrive, but this is it. TFX on the Amiga is finally reviewable and the big question on everyone's lips is: Has it been worth the wait? In most instances this can be answered with a simple 'yes' or 'no', but in the case of this particular game, things are a little more complex.

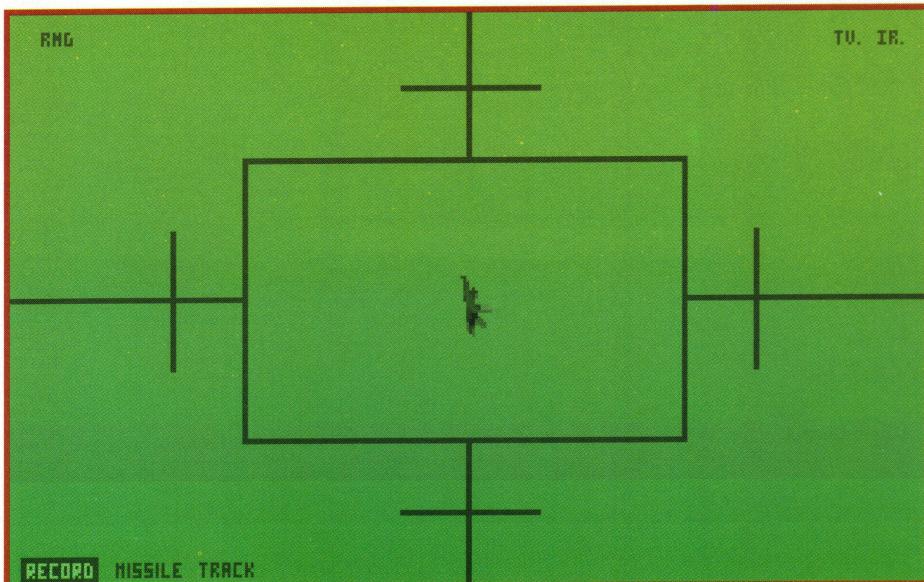
Firstly, if you own an Amiga 500, forget it. This is and always will be A1200 only, for the simple reason that the lower end machines would probably explode if you ever tried to run it. And the story isn't much better for standard A1200 owners either. You'll

probably be able to get it to run, but it'll be horrendously slow even with all the detail levels turned right down.

The lowest specification you'll require is an accelerated A1200 (preferably with RAM upgraded to 4Mb), and a sizeable hard drive, but even then you may find that you have to turn some of the details down a touch. It'll probably run fine on an A4000, but I haven't had chance to test it out.

If you're lucky enough to own such a high spec machine then you have access to what is undoubtedly one of the finest and most realistic flight sims of all time, and in that case, the wait has definitely been worthwhile.

I played the PC version quite a lot when it first came out (about 18 months ago!), and apart from a few obvious points it's difficult to tell the difference. All the mission campaigns are in there, and the only option missing is the planner which allowed you to determine how a mission would progress by setting the



The missile view allows you to track the progress of your warhead

Once again I'm going down in flames. Proof that TFX is tricky to get into



goals and waypoints yourself. But, let's be honest, not many people would have bothered with that anyway. I certainly never did.

### War Torn

The only other noticeable difference is the speed. For some reason, even on a top end machine, it doesn't seem to move quite as smoothly as its PC counterpart. But if you've never had chance to play that, you won't notice any difference, so there will be very little to detract from what is an amazing flying experience.

TFX differs from most flight sims in that it touches on a rather sensitive area for one of its mission scenarios, namely the former Yugoslavia, where, as we all know, the war between the Croats and Muslims rages on in between numerous ceasefires and the like. The wisdom of choosing such a setting is dubious at the best of times, but it doesn't offend me personally and I doubt whether there is any actual content within the game that could upset even the most sensitive of souls. You never know, some people might actually be attracted by the extra realism.

The game simulates three fighters, the infamous Eurofighter 2000, the Lockheed F-22 and the Lockheed F-117A Stealth Fighter



Obviously this level of detail is not attainable on a standard A500

You attempt a highly skilled landing on a swaying carrier deck



Having managed to get all the numbers on my card I let out a triumphant cry in jubilation

which, blandly enough, is the only plane within the game that is actually in service.

Each of the planes is essentially the same to fly, with any differences being mainly cosmetic. The cockpit layout is different, and when you switch to one of the many other views, both inside and outside the aircraft, you might notice one or two unique features. But, apart from minor changes in the weapons loadout, flying the planes couldn't be simpler.

### Air Superiority

A particularly nice feature is the inclusion of a large variety of missions in the game. These fall into one of seven main categories, namely; Interception, Air Superiority, Anti-Armour, Close Air Support, Interdiction, Defence Suppression and Maritime. Now don't ask me what all these terms mean, but they sound damn impressive don't you think?

TFX is a fine flight simulation. In fact I'd go as far as to say that it's one of my all time favourites, and if it wasn't for the somewhat excessive hardware demands, it would be scoring somewhere in the

nineties without a shadow of a doubt. As it stands I can't really justify a mark that high simply because of the limited number of people who are going to be able to play the game at a satisfactory level.

If you have the technology and are a bit of a flight sim fan, TFX should find itself nestling nicely among your collection very soon. However, if your machine is a little lacking in the old power stakes, you need to think long and hard about whether it's really worth the expense, even if you have been waiting for over a year.

## THE LOW-DOWN

**PUBLISHER** Ocean  
**CONTACT** 0161 832 6633  
**HD INSTALLABLE** Yes  
**PRICE** £34.99

<b>GRAPHICS</b>	93%
<b>SOUND</b>	90%
<b>PLAYABILITY</b>	91%
<b>DIFFICULTY</b>	Spot On

TFX is an amazing achievement, and everyone at D.I.D. and Ocean should be applauded for bravery above and beyond the call of duty in struggling long and hard to bring this out on the Amiga. Unfortunately it proved impossible to cater for the needs of every Amiga owner, and all those without the most powerful machines are unlikely to feel the full benefit. However, those who do have access to such a machine are in for a real treat.

**REVIEWED BY STEVE**

### SECOND OPINION

As you will know by now, anything but a supercharged Amiga is totally incapable of bringing any playability whatsoever to this game, but the machines with the mostest can enjoy a massively deep, ultra-well-thought-out experience that is still just a little bit jerky.

**OPINION BY PAUL**

**OVERALL SCORE**  
**83%**

# Sensible World of Soccer

As our SWOS or dross debate heats up we put in a telling cross in the form of a comprehensive guide to Sensible's 'masterpiece', Sensible World of Soccer. Success is just around the corner

Obviously there is no hard and fast way to be successful at any version of Sensible Soccer, so it would be impossible to provide a solution as such. This players' guide is therefore designed to point you in the right direction and get you up and running in what is a particularly tricky game.

## PICK A TEAM

Who to select



If you are just starting out in management it's best to have a few preset competitions or maybe a single season before plunging in at the deep end. A good choice for a first career is a team that already dominates its own league, like Rangers (no offence intended Celtic fans), or Will's own choice, IFK Gothenburg of Sweden. Bear in mind that only Europe has the international club events (ie UEFA Cup) and some unheard of leagues don't even have a cup, so only choose a non-European team if you don't mind endless league matches.



## GETTING GOING

Starting your career

The first thing you should do is look at your squad and see where it needs strengthening. Bear in mind that the value of a player should not be the only thing that you look at – try playing in an unimportant match to see how he does.

## TRANSFER MARKETS

Who to buy

Next look at the transfer markets, both domestic and foreign, and try and find a player who will strengthen your side – a decent striker is essential. Always save the game before you splash out on a new star so if he doesn't come up to scratch you can reload and start again. Don't be too impatient though and always make sure you give a new player a fair trial.

If you are desperate to get the best deal possible, save the game before each offer you make. Only spend on a player if you can really afford it, as putting your club in the red and trading-in necessary players



With football so much in the news at the moment, what with one thing and another, we thought it was high time we brought you a superb players' guide to the hottest topic of conversation at the moment amongst the AA readers, Sensible World of Soccer.

It is any good? Who cares? Just put the guide to good use and stop moaning my son. At least for the moment anyway.

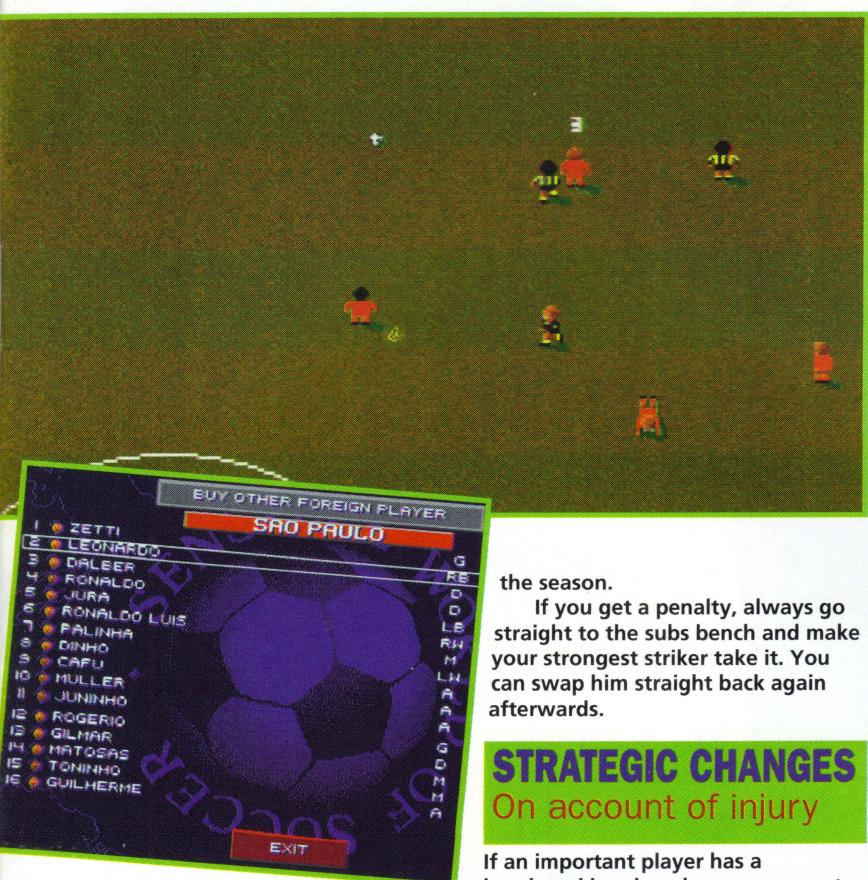
For his effort and hard work, the author, Will Stapleton, wins the superb prize of three Kixx XL games and some cash.

is NOT the thing to do. The only players you should ever consider trading are those you don't need, and only risk your club's financial survival near the finish of the campaign, as a big wad will be on its way come season's end. Always leave some leeway for running costs and wages, especially at larger clubs, as these can sometimes run into millions.

## FORMATION

Positional play

Before you even think about playing your first match you should give some serious thought to sorting out your team's formation. Some of these are better than others but always choose one that utilises your best players. If the nature of your squad means that you have a choice, use a 4-4-2 against capable opponents and a more attack-minded 4-3-3 for weaker teams or when you are coming from behind in a two-leg tie.



## STRATEGIC CHANGES During the match

You should only make changes if you are confident that no-one will be out of position, and you should always consider the opponent's quality and the scoreline before acting.

If a player has a cross by his name on the subs bench, and he will not be missed by the team, take him off. If a player has a flashing cross, taking him off would be a good idea, as one more nasty knock will lead to either a long-term injury or a dreaded black cross meaning he will miss the rest of

the season.

If you get a penalty, always go straight to the subs bench and make your strongest striker take it. You can swap him straight back again afterwards.

## STRATEGIC CHANGES On account of injury

If an important player has a bandaged head, make sure you rest him from an unimportant match. He will recover much quicker if you don't have him on the bench. If there is no space off the bench you could sign a cheap player to make more room. Will's choice would be to go to the Indian giants Border Security and sign reserve star Ces Mahundra for the princely sum of £25000 pounds!

## TRANSFER TIPS Find a bargain

Here is where a knowledge of players around the globe comes in very handy. If you see a bargain, a player you have seen in real life and been impressed with, buy him, but always

save the game first. Bargaining is tricky so it is cunning to save each offer if you are desperate for a good deal. The computer teams are tight fisted and usually come off better, but a good trick is to bid below the player value and then, provided they don't tell you where to stick your offer, up the price and make a killing. Or you could try going in with both feet over the hoardings Cantona-style and attempt to kill the resistance with a high bid – if you don't mind risking your hard earned wad that is.

With offers it is especially clever to save before upping the price, as even a player you thought was indispensable could be prised away and you could replace him with someone even better!

**TIP:** Put your reserve goalie on the transfer list as the loan goalie who is brought in is unlikely to ever be called upon, and if he is, he usually turns out to be quite good.



As you probably know by now, those lovely people at Kixx XL are kind enough to supply superb prizes for the best Amiga Action

GTGAs we print every issue. This month our thanks are due to Will Stapleton, and he can expect to find three current Kixx XL releases plopping on to his doormat sometime within the next couple of weeks. But that's not all, on top of that, his hard work will be rewarded with £20 in hard cash. Mathematicians and accountants amongst our loyal readership will no doubt realise that this amounts to a prize value of around £50. And all this just for playing your favourite game! So, if you want the dosh, you know what you have to do.

## Recommended Players

The following is a list of players with the Will Stapleton seal of approval:

Name	Pos.	Value	Club	Country
Igor Kolyvanov	CF	1m	Foggia	Italy
Gianluca Vialli	CF	6m	Juventus	Italy
Emilio Butragueno	CF	7.5m	Real Madrid	Spain
Paul Gascoigne	M	9m	Lazio	Italy
Julio Toresani	M	700k	River Plate	Argentina
Darren Anderton	RW	1.9m	Tot'm Hotspur	England
Lorenzo Staelens	LW	1.1m	Bruges	Belgium
Neil Ruddock	D	5m	Liverpool	England
Jose Chamot	D	2.75m	Lazio	Italy
Leonardo	FB	4.5m	Sao Paolo	Brazil
Pontus Kamark	FB	700k	IFK Gothenburg	Sweden
Walter Zenga	G	3m	Sampdoria	Italy





**"I'm probably dead!"**

Celebrity  
from  
beyond

Er, helloski readers. Big Boris Yeltsin here. I'll probably be dead when you read this, but us Russians have a habit of pretending that our leaders are still alive a good few years after they've actually turned their toes up, you may be under the impression that I'm still breathing. However, that is definitely not the case, as I'm writing these words direct to you from that great Kremlin in the sky. Honestski.

## King's Quest VI (Second part)

On the Isle of Wonder Alexander sees an oyster which can't sleep because of a pain in its mouth. He talks to it several times, and then reads to it from the boring book. As the oyster yawns, Alexander quickly grabs the pearl in its mouth. As he tries to walk further inland, he is met by the five sensory gnomes who try to determine whether Alexander is human or not. Alexander fools them by using the stench flower on the smelling gnome, the nightingale on the hearing gnome, the mint on the tasting gnome, the rabbit's foot on the feeling gnome, and the disappearing ink on himself, which makes him invisible to the seeing gnome.

After the gnomes leave, Alexander notices a partial sentence floating at the edge of the shore, which he retrieves. He then goes to the realm of bookworm and the spelling bees. When he tries to get a book he is met by Bookworm, who refuses to give him a book until he can offer something 'interesting' in exchange. Alexander then walks to the amazing garden (beyond the swamp,) where he takes an iceberg lettuce and journeys on until he is at the entrance to Chessboard Land. Two feuding queens ask for his advice on the matter of which queen shall have the 'privilege' of presenting Cassima with a lump of coal at her wedding, and which will be left with the spoiled egg. As the red queen leaves she drops a scarf,

which Alexander collects.

Alexander then returns to the shore and uses the map to go to the Isle of the Beast. Near the shore he sees a creature that is half opossum and half dragon, and which talks strangely. Alexander talks to the creature and then offers his partial sentence to it. The creature decides to travel with Alexander. As he journeys on, he encounters a boiling pond which cools when he tosses an iceberg lettuce unto it. On the other side he sees an old lamp, which he takes. As he journeys further, he sees a man working on a garden, and a stone archer which follows his movements. Although the man invites Alexander to come into the garden, Alex sees the gold glint in his eyes and decides not to trust him. Alex also notices a brick lying on the ground, which he takes.

Back on the Isle of Wonder (use map) Alexander returns the creature from the Isle of the Beast (the creature turns out to be a Dangling Participle) to the Bookworm, who gives Alexander a rare book in exchange. Alex reads the book and notices that a page is missing. He turns and looks at the spider's web. Alex sees a loose thread, which he pulls. While the spider's attention is diverted, he gets the scrap of paper and sees the word 'Love' on what appears to be part of the missing page from his riddle book. Alexander then returns to the Isle of the Crown.

Back in the pawn shop, Alexander exchanges the nightingale for the flute, and exchanges the pearl he has found for his

royal ring. Going next door, Alexander gives the riddle book to the shop owner, who gives him the book of spells. He reads this to find out the ingredients he will need. Alex then shows his ring to the jester, who turns out to be a helpful friend.

Back on the Isle of Wonder, Alex gets a milk bottle from the swamp and gives it to one of the Baby's Tears plants in the garden. When the others see the gift they will start crying, and Alex collects their tears in his lamp. Alex then looks at the hole-in-the-wall and starts playing his flute for the wallflowers and snapdragons. When they are absorbed in the music, Alex quickly grabs the hole-in-the-wall. He also notices a teacup on the chair there, and he picks it up. He also takes the rotten tomato.

In the swamp region Alexander tries to get some swamp ooze in his teacup, but is informed by stick-in-the-mud that the only swamp 'ooze' is right beside the stick, which is out of Alexander's reach. Alex talks to the bump-on-a-log a couple of times about Bump's brother, Stick, and gives the rotten tomato to Bump. Bump throws the tomato at Stick, who returns fire with a volley of swamp ooze. Alexander gets the swamp ooze.

Back on the Isle of the Crown, Alexander exchanges his flute for the tinder box at the pawn shop. He then goes to the Isle of the Sacred Mountain, where he succeeds in answering five puzzles [answers are in the game manual]. When he arrives at the top of

# ebility Guides n and The Grave

**Impetuous chance-takers that we are here at Amiga Action, we've decided that by the time this issue of the magazine appears in the shops, Russian Premier Boris Yeltsin is more than likely to have popped his fur-clad clogs. So, break out the vodka and fags and join us as we fondly remember someone who might possibly still be alive**

the cliffs of logic, he talks to an old woman who wants him to eat poisonous berries. Is there a glint of gold in her eyes? Alexander wisely refuses. After the old woman finally disappears he enters the small cave. Once inside he can see nothing, so he lights the candle in his tinder box. In the next room of the cave he sees a peppermint plant and takes several leaves. As he re-enters the first room of the cave he must use his tinder box again to see the way out.

Once outside, he journeys inland to the entrance to the city of the Winged Ones. Azure and Aeriel say that their daughter has been bound in the catacombs to be sacrificed to the minotaur, and so Alexander is thrown into the catacombs in the hope that he might be able to save her.

Once in the catacombs, Alexander finds and takes a skull from one of the rooms.

Soon after, he encounters a booby-trapped room with various pictures on the floor [the solution for this is also in the game manual]. Once he reaches the other side, Alex will search the rooms until he finds a shield and two corroded coins. He will then journey into a room with a descending ceiling. He can jam this trap by throwing his brick into the gears. On the other side of this room Alex will find a room with a trap floor, which lets him down another floor. He finds himself in the dark, and must use the tinder box to re-light the torch in this room, which has blown out.

He searches the rooms in this level until he is informed by the game system that the minotaur is just across the wall from him. Alex will use the hole-in-the-wall on the east wall of the room and see the minotaur entering his chamber through a secret entrance activated by a latch behind the tapestry there. Alex hurries to the room with the tapestry and finds the latch behind the tapestry. He then enters the chambers of the

minotaur.

As he starts walking toward the minotaur, Celeste, the daughter of Winged Ones Azure and Aeriel, cries out for help, alerting the minotaur to his presence. The minotaur corners Alexander by the fire pit, and his only defence is to try to madden the bull into charging by using the red scarf from the red Chess Queen. It works, and the minotaur falls to his death in the fire pit. Alexander then rescues the Winged One, who gives him her small dagger as a gesture of thanks.

Alexander is then thanked by Azure and Aeriel, and is escorted to the presence of the Oracle, who tells him of his possible futures, and gives him a vial of sacred water. He is then escorted to the base of the cliffs.

Alexander pulls out his magic map and sees that a new region, the Isle of the Mists, has been added. He travels there and takes a coal and a scythe from the village, being careful not to walk in on their ceremony.

● **Enough is enough readers. Now if you could just nip across to the off licence for me and bring me back a case of vodka and 20 Bensons...**

# Swap Shop

When selling stuff through Swap Shop (and it doesn't have to be games – washing machines, cars, stolen cigarettes... anything goes) you can of course ask for whatever cash you like. Your chances of a response are better, however, if you keep your expectations realistic. This is the Amiga Action rough pricing guide, using 'example bundles' and assuming that everything is in good condition and machines come with a mouse/joystick.

Buyers – if the prices of the ads tally with these examples then you aren't getting ripped off. Probably.

A500 1 meg – £80

CD32 – £80

A500+/600 – £100

A1200 – £150

CD32 with 25 games – £180

A600, external drive with 50 games – £200

A1200, 40mb hard drive, external drive & 50 games – £300

5,000 Benson & Hedges low tar Superkings in slightly damaged boxes with no questions asked – £250

For sale: Amiga 1200 built in 170 MB Hard drive 9 months old in perfect condition. Star LC 100 colour printer 1084S colour monitor. 3.5" external disk drive. Plus original games and other stuff. £700 the lot or sold separately. Phone Jim Howse on 01427 668195.

Swap or sell Nick Faldo Golf, Arabian Knights, Kick Off 2, Bubba N Stix, Dizzy, Prince Of Yolk Folk, Magicland £6 each, Zool £9, Populous £7 or swap for Goblins 2/3, Valhalla 1/2, Theme Park, Flashback, Reunion. Phone Tim Downing on 01286 674934.

Wanted. Old adventures: Scapeghost, Guild Of Thieves, Lancelot, Conquests Of Camelot, Personal Nightmare, Search For The King, Murder In Venice, Corruption, Maddog Willows, Pro Tennis Tour 2, TV Sports, Basketball, Chronoquest 2, Deja Vu 2, The POWn, Fish, Jinxter, Gold Rush, Shadowgate, Uninvited. Will swap/buy. Bryan Carey, Lettera Headford, County Galway, Republic Of Ireland.

Will swap 3 games for Sensible Soccer and 3 for Super Skid Marks. Games include Wrestlemania and Dungeon Master. Phone Matthew on 0121 706 4367.

Will swap Zeewolf, Frontier and Theatre Of Death all for Dreamweb for the Amiga 500. Phone Matthew on 0121 788 8367.

Wanted. Pirates game for Amiga 600 by Microprose. Urgent. Write to John Deane, 12 Kempe road, Enfield, Middx. EN1 4QW. Amiga 600 for sale with 24 pin colour printer and SWOS game £265. Includes 1.5 Meg RAM, TV for £80. Phone 0181 471 7126. Will swap four games for A600 which are Datastorm, Dungeon

Wanted for A600: Monkey 2 will pay £15 or swap for Cannon Fodder. Also wanted nice bird between 16 and 18. Does not have to have an Amiga. Write to: Richard, Aingarth, Mansfield Rd, Clowne, Chesterfield. S43 4DQ.

Wanted: Quattro Collection games from Codemasters. Good price paid. Also RAC Rally wanted and Casino and Darts games. Phone Robbie on 0421 527670.

Wanted: Championship Manager Italia. Reasonable price paid. Must be HD installable. Phone 01884 277562.

Amiga penpals (preferably female) to swap games and views, photo if poss. PS Anybody want to buy an A500? Write: Jamie Hughes, 8 High Street, Dore, Sheffield. S17 3GU. Amiga A1200 boxed as new with Mb ram upgrade with option for MMU and FPU on ram board. Worth £540 sell for £170. Phone 01206 870932. Ask for Chris.

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plus more. Also mags and disks thrown in free. Buyer must collect. No separate deals please. Call Elmina 0181 297 1033 evenings.

Trying to master computing on a A600 but I have no user manual. Can anyone out there help please. Write: Norman Ray, 67 Stonecliff Park, Welton, Lincs. LN2 3JT. Phone 01673 862679. A500+ over 300 games inc SWOS, Cannon Fodder 1+2 for A1200 with games. Must be with Theme Park, Monkey 2. Phone Craig on 0141 882 2243.

Amiga contacts wanted to swap games and cheats. I own an Amiga 500. Send lists to Jorge Pena, Avda Paralelo 114, 5 2, Esc. DCHA.

For me to sell my 500+ plus all my lovely games you will need to haggle from about £300. What will life be without them. I dread to think. Talk to me or my other machine on: 0181 550 6062.

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The best CD-ROM's available

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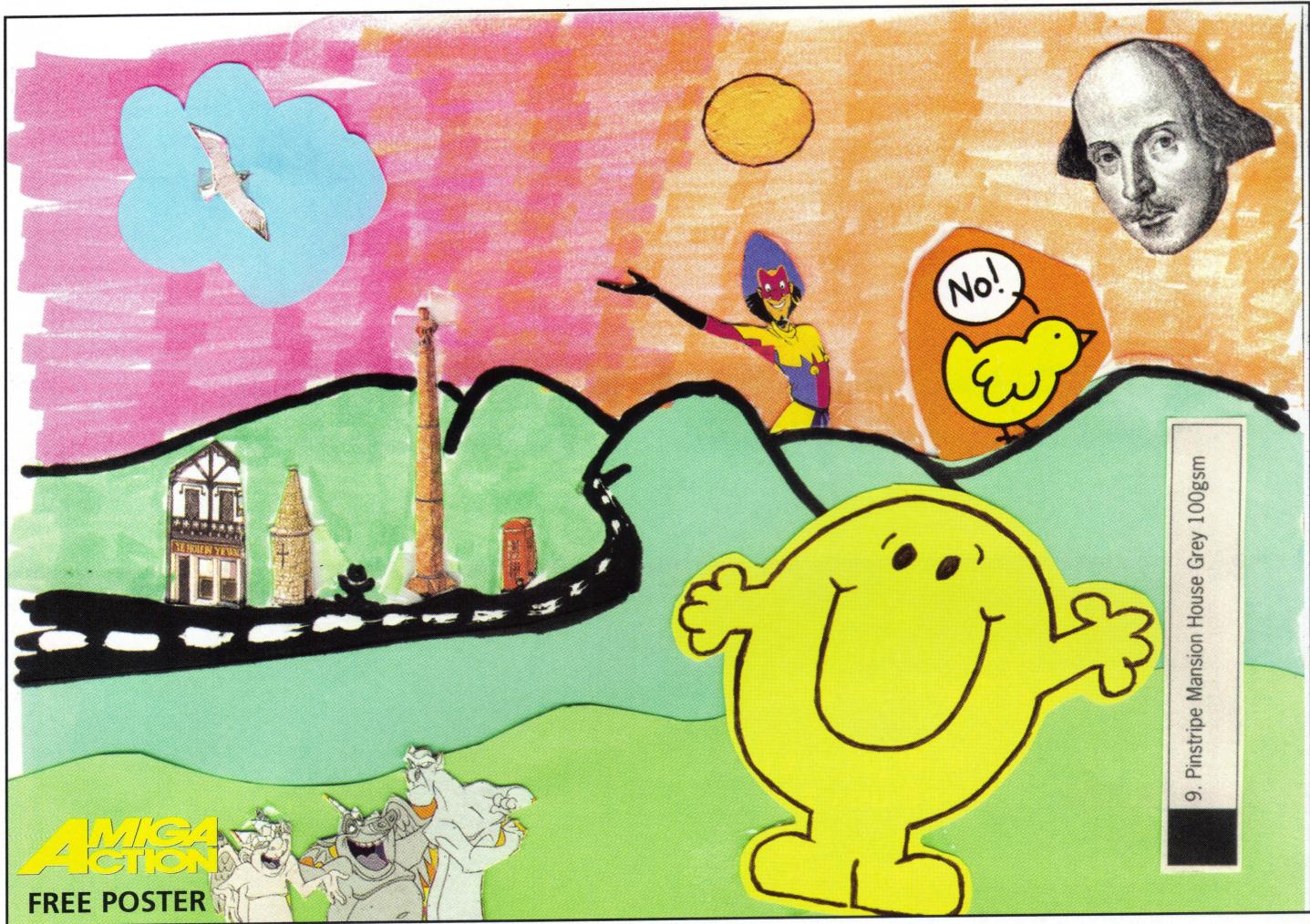
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## Wobbly Head by Karen Wright : Aged 22

### AA in last issue ever shocker!

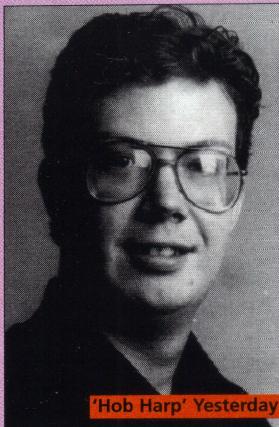
Yes, you've probably guessed it by now, your favourite Amiga magazine is to close. Amiga Action will cease to exist after this very issue and become intertwined with our sister publication, Amiga Computing, as of next month. Needless to say, all your Amiga games reviews, news, previews and other Amiga-related japes will be found inside the aforementioned mag, but regular stuff you've grown to know and love, such as Word To The Wise, Free Poster and Celebrity Game Guides From The Grave won't be making an appearance. They're a lot more serious and 'adult' than we are you see. So, wipe back those tears, tie a yellow ribbon 'round the nearest lamppost and sob whole-heartedly as the good ship AA sails off into the night forever. Boo hoo, sob, sniff etc.

### But before we go, please say goodbye to...

Here's a special 'last issue' thanks go out to the following dreprasters who foolishly allowed their talents to appear in the best Amiga mag since the dawn of time. Put your hands together...

**The Reamsters** : Paul Roundell, Steve McNally, Jay Sharples, Karen Wright, Helen Weaver, Neil Jackson

**The Rest** : Andy Sharp, Andy Maddock, Alex Lee, Fiona Howarth, Paul McNally, Gaz Adams, Graham Parry, Tim Leckey, Alan Bunker, Jason Dutton, Brad Burton, Sue Beattie-Ashton, Roger Bell, Simon Kirrane, Hugh Gollner, Nick Clarkson, Jason Spiller, Peter Lee, Jason Simmons, Steve White, Paul McIntyre, Jayne Gollner, Doug Johns, Davey Goodey, Brian Sharp, Jim Eagers, Karen Levy, John Archer, John Fellows, Hob Harp, Denise Wright, Brian Rayner, Colin Campbell, Nic Moran, "Hello" Don Lewis, Dave Longworth, Huw Melliar-Smith, Alan Duncan, The Myer Rat, Glen Urquart, Lisa Bracewell, Simon "Shiny, Shiny" Lees, Dave Stewart, Annie Lennox, John, Paul, George, Ringo, etc etc etc... You'll all be missed. Oooh, you will!



'Hob Harp' Yesterday

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E185...	Astrology	Calculates positions of planets
E193...	Astronomy	A total concept disk
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E271...	The Highway Code	All you need to know
E271...	Dinosaurs	Quiz on Dinosaurs
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E335...	Wot's Its Name	Good tester for kids
E339...	Dunks DTP	Desktop publishing for kids
E350...	Barney the bear (2 disks)	Learn & meet animals
E411...	Wordplay	Lots of word puzzles
E423...	Spelltris	Tetris game with a spelling variant
E425...	Beginners Typing Disk	Speed up your keyboard skills
E431...	Revision Master	Create revision documents
E435...	Guide to Comms & Internet (2 disks)	Simplified explanation & help
E436...	Mr. Greedy on Computer	!
E450...	World War 2	An historical lesson
E542...	Q Whizz (not 1.3)	The X Files TV quiz

## BUSINESS SOFTWARE

B052...	Business cards (N)	Various icons and fonts. Good
B118...	Amiga Fox	Very popular spreadsheet
B134...	Amicash	Accounts management
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B137...	600 Business letters	Ready to print
B138...	Edward	A quality text editor
B140...	Text Engine	Excellent word processor
B170...	Bbase	Database complete with instructions
B323...	Onform	Invoice maker
B330...	Easycalc	Excellent spreadsheet
B433...	Ultra Accounts (not 1.3)	A good Accounting package

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C186...	S/Movie	Video text editor
C197...	Clip-art	Stars/Logos/Explosions etc.
C198...	Clip-art	Valentines and weddings
C206...	ABC Adventure Creator (N)	Create your own adventure games
C258...	Garden designer	Create your own garden excellent graphics
C260...	League Database	Easy-to-use football editor
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